

AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all previous listings and versions of claims in this application.

1. (Cancelled)

2 - 3. (Cancelled)

4. (Currently Amended) A method as recited in ~~claim 1~~ claim 63 further comprising providing an editing tool for at least one participant to modify the dynamic rich media objects.

5. (Cancelled)

6. (Cancelled)

7 - 9. (Cancelled)

10. (Currently Amended) A method as recited in ~~claim 1~~ claim 63, wherein the storing comprises storing object ~~definitions~~ attributes in XML for a plurality of the dynamic rich media objects.

11. (Cancelled)

12. (Currently Amended) A method as recited in ~~claim 1~~ claim 63 wherein each dynamic rich media object includes a start time and stop time for that dynamic rich media object

13. (Currently Amended) A method as recited in ~~claim 1~~ claim 63 wherein the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics.

14. (Currently Amended) A method as recited in claim 13 wherein the dynamic rich media objects have format characteristics that include at least player type and bandwidth.

15. (Currently Amended) A method as recited in ~~claim 1~~ claim 63 wherein the rich media presentation includes at least one dynamic rich media object selected ~~to match viewer~~ based on participant profiling

16. (Currently Amended) A method as recited in claim 15, in which ~~viewer~~ participant profiling includes permission levels.

17. (Currently Amended) A method as recited in claim 15, in which ~~viewer~~ participant profiling includes viewing system attributes

18. (Currently Amended) A method as recited in claim 17, in which viewing system attributes are selected from the group comprising bandwidth and player type.

19 -22 (Cancelled)

23. (Currently Amended) A method as recited in ~~claim 20~~ claim 63 further comprising providing a search engine for searching the attribute fields of the dynamic rich media objects associated with the rich media presentation.

24. (Cancelled)

25. (Currently Amended) A method as recited in ~~claim 1~~ claim 63 wherein the participant input field stores information is in a form of a quiz response

26. (Currently Amended) A system as recited in ~~claim 6~~ claim 64 wherein the server is configured to provide an editing tool for at least one participant to modify the dynamic rich media objects.

27. (Cancelled)

28. (Currently Amended) A system as recited in ~~claim 6~~ claim 64, wherein the server is configured to store object attributes ~~definitions~~ in XML for a plurality of the dynamic rich media objects.

29. (Cancelled)

30. (Currently Amended) A system as recited in ~~claim 6~~ claim 64 wherein each dynamic object includes a start time and stop time for that dynamic rich media object.

31. (Currently Amended) A system as recited in ~~claim 6~~ claim 64 wherein the server stores the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics

32. (Currently Amended) A system as recited in claim 31 wherein the dynamic rich media objects have format characteristics that include at least player type and bandwidth

33. (Currently Amended) A system as recited in ~~claim 6~~ claim 64 wherein the rich media presentation includes at least one dynamic rich media object selected ~~to match viewer~~ based on participant profiling.

34. (Currently Amended) A system as recited in claim 33, in which ~~viewer~~ participant profiling includes permission levels.

35. (Currently Amended) A system as recited in claim 33, in which ~~viewer~~ participant profiling includes ~~viewing system~~ attributes.

36. (Currently Amended) A system as recited in claim 35, in which ~~viewer~~ participant attributes are selected from the group comprising bandwidth and player type.

37 - 40 (Cancelled)

41. (Currently Amended) A system as recited in ~~claim 38~~ claim 64 wherein the server is configured to provide a search engine for searching the attribute field of the dynamic rich media objects associated with the rich media presentation.

42. (Cancelled)

43. (Currently Amended) A system as recited in ~~claim 42~~ claim 64 wherein the participant input field stores information ~~is~~ in a form of a quiz response.

44. (Cancelled)

45. (Currently Amended) A computer-readable medium as recited in ~~claim 44~~ claim 65 wherein the process further comprising providing an editing tool for at least one participant to modify the dynamic rich media objects.

46. (Cancelled)

47. (Currently Amended) A computer-readable medium as recited in ~~claim 44~~ claim 65, wherein the storing comprises storing object attributes ~~definitions~~ in XML for a plurality of the dynamic rich media objects.

48. (Cancelled).

49. (Currently Amended) A computer-readable medium as recited in ~~claim 44~~ claim 65 wherein each dynamic rich media object includes a start time and stop time for that dynamic rich media object.

50. (Currently Amended) A computer-readable medium as recited in ~~claim 44~~ claim 65 wherein the rich media presentation includes at least one dynamic rich media object selected from a plurality of dynamic rich media objects that differ from each other only in their format characteristics.

51. (Currently Amended) A computer-readable medium as recited in claim 50 wherein the dynamic rich media objects have format characteristics that include at least player type and bandwidth.

52. (Currently Amended) A computer-readable medium as recited in ~~claim 44~~ claim 65 wherein the rich media presentation includes at least one dynamic rich media object selected ~~to match viewer~~ based on participant profiling.

53. (Currently Amended) A computer-readable medium as recited in claim 52, in which ~~viewer~~ participant profiling includes permission levels.

54. (Currently Amended) A computer-readable medium as recited in claim 53, in which ~~viewer~~ participant profiling includes viewing system attributes.

55. (Currently Amended) A computer-readable medium as recited in claim 54, in which ~~viewer~~ participant attributes are selected from the group comprising bandwidth and player type.

56 - 59 (Cancelled)

60. (Currently Amended) A computer-readable medium as recited in ~~claim 57~~ claim 65 wherein the process further comprising providing a search engine for searching the attributes of the dynamic rich media objects associated with the rich media presentation.

61. (Cancelled)

62. (Currently Amended) A computer-readable medium as recited in ~~claim 61~~ claim 65 wherein the participant input field stores information is in a form of a quiz response.

63. (New) A method for sharing multimedia presentations among a group of participants, comprising:

- providing rich media files comprising a plurality of different types of rich media;
- storing the rich media files as dynamic rich media objects that are defined in accordance with an object model for rich media presentations, wherein the object model comprises a plurality of predefined object attribute fields including:
 - an object identifier field,
 - a start-time field;
 - a permission key;
 - one or more participant-tracking fields that track participant progress with respect to one or more dynamic rich media object, and
 - one or more participant input fields that store participant inputs that are received in response to one or more of dynamic rich media objects;
- creating a rich media presentation by associating a group of the dynamic rich media objects with an identifier for the presentation and one or more permission keys;
- providing an interface for selectively requesting to view the presentation, and for receiving input from a participant in the group in connection with one or more dynamic rich media objects when presented to the participant as part of the presentation;

in response to a request to view the presentation, assembling a plurality of the dynamic rich media objects in real time on a server so that the dynamic rich media objects are synchronized on the basis of the start-time attribute in order to distribute to a requesting participant a version of the rich media presentation that dynamically varies as a function of the participant and object permission keys and of one or more participant-tracking attributes related to the requesting participant; and storing participant-tracking and participant input attributes in the database when the requesting participant has viewed at least a portion of one or more of the dynamic rich media objects in the presentation.

64. (New) A system for delivering presentations to network connected participants of the presentation, comprising:

a server configured to:

receive rich media files comprising a plurality of different types of rich media
store the rich media files as dynamic rich media objects that are defined in accordance with an object model for rich media presentations, wherein the object model comprises a plurality of predefined object attribute fields including:

an object identifier field,

a start-time field;

a permission key;

one or more participant-tracking fields that track participant progress with respect to one or more dynamic rich media object, and

one or more participant input fields that store participant inputs that are received in response to one or more of the dynamic rich media objects;

create a rich media presentation by associating a group of the dynamic rich media objects with an identifier for the presentation and one or more permission keys;

provide an interface for selectively requesting to view the presentation, and for receiving input from a participant in the group in connection with one or more dynamic rich media objects when presented to the participant as part of the presentation;

in response to a request to view the presentation, assemble a plurality of the dynamic rich media objects in real time so that the dynamic rich media objects are synchronized on the basis of the start-time attribute in order to distribute to a requesting participant a version of the rich media presentation that dynamically varies as a function of the participant and object permission keys and of one or more participant-tracking attributes related to the requesting participant; and store participant-tracking and participant input attributes in the database when the requesting participant has viewed at least a portion of one or more of the dynamic rich media objects in the presentation.

65. (New) A computer-readable medium storing computer-executable process steps for sharing a rich media presentation among a group of participants, said process steps comprising steps for:

- providing rich media files comprising a plurality of different types of rich media;
- storing the rich media files as dynamic rich media objects that are defined in accordance with an object model for rich media presentations, wherein the object model comprises a plurality of predefined object attribute fields including:
 - an object identifier field,
 - a start-time field;
 - a permission key;
 - one or more participant-tracking fields that track participant progress with respect to one or more dynamic rich media object, and
 - one or more participant input fields that store participant inputs that are received in response to one or more of dynamic rich media objects;
- creating a rich media presentation by associating a group of the dynamic rich media objects with an identifier for the presentation and one or more permission keys;
- providing an interface for selectively requesting to view the presentation, and for receiving input from a participant in the group in connection with one or more dynamic rich media objects when presented to the participant as part of the presentation;
- in response to a request to view the presentation, assembling a plurality of the dynamic rich media objects in real time on a server so that the dynamic rich media objects

are synchronized on the basis of the start-time attribute in order to distribute to a requesting participant a version of the rich media presentation that dynamically varies as a function of the participant and object permission keys and of one or more participant-tracking attributes related to the requesting participant; and storing participant-tracking and participant input attributes in the database when the requesting participant has viewed at least a portion of one or more of the dynamic rich media objects in the presentation.

66. (New) A method as recited in claim 63 further comprising generating a usage report based on the attributes of the dynamic objects of the rich media presentation.
67. (New) A method as recited in claim 63 wherein the object attribute fields further comprises a quiz success status field.
68. (New) A system as recited in claim 64 wherein the server is further configured to generate a usage report based on the attributes of the dynamic objects of the rich media presentation.
69. (New) A system as recited in claim 64 wherein the object attribute fields further comprises a quiz success status field.
70. (New) A computer readable medium as recited in claim 65 wherein the process further comprises generating a usage report based on the attributes of the dynamic objects of the rich media presentation.
71. (New) A computer readable medium as recited in claim 65 wherein the object attribute fields further comprises a quiz success status field.